

Home Computing WEEKLY

An Acorn Computer Publication

Every week, you
need only for
your computer
and software

No. 77
Aug 26 - Sept 1, 1984

FREE
COMPETITION
50 prizes from
Warwick
Software
must be won

Software
reviews for:
Spectrum, BBC,
Dragon, Atari,
Commodore 64.

Spectrum
Aim straight
and win praise

Commodore
64

Fight off the
kamikaze pilots

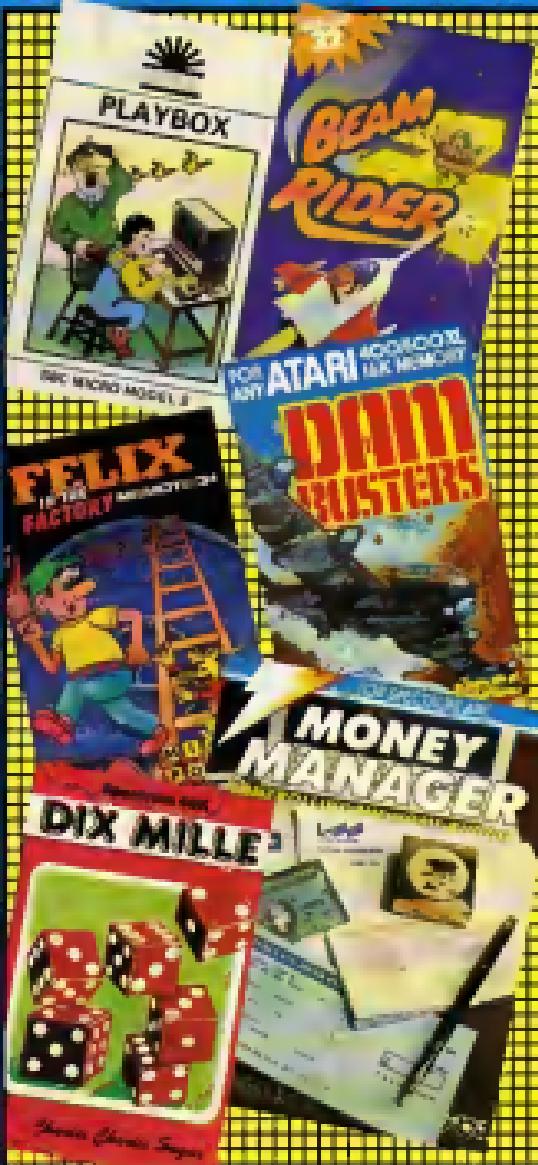
Oric/Atmos
Will you be a
helicopter hero?

PLUS
news, your
letters, charts...

TITANIC
The Adventure Computer

R&R

Software



Valhalla sequel

Legend has passed with what is believed to be the largest sum of money ever spent on the production of a single game. The Ocean Space Base is the long-awaited sequel to Valhalla, and this is the cost of its development:

Scheduled for launch in late September, Valhalla Doctor, Commodore 64 and Spectrum versions will be in the shops simultaneously. Headlined as "a spectacular futuristic romp", Legend is pricing itself on the graphics and animation. You'll have to wait till September to see for yourself!

Legend, P.O. Box 431, Station Rd, London E7 7LA

Work from home

How you can convert your BBC or Electron to a ready office machine, with the help of Micro Office, from Database Publications

Micro Office comprises a word processor, database, spreadsheet and graphics package - all for £1.99 in tape version or £7.99 on disk.

Managing director David Maxton said: "We are aiming at one man firms who cannot afford to pay for the business software currently on the market. It will also be well in the price range of homeowners who wish to use a fax, electronic bookkeeping, or children wanting to monitor their pocket money."

The word processor features a consistent display of one and eight rows, plus a words per minute display and double and triple spacing at edit and print mode.

The whole package comes together with a 12-page operating guide. "At this price, home computers will no longer be restricted to games," said Mr Maxton.

Database Publications, Europa Ave, 41 Chester Rd, North Green, Borehamwood Herts WD6 5AY

CheetahSoft presents...

PERILS OF... **BEAR GEORGE**

A story of high drama and daring deeds from the annals of our hero BEAR GEORGE - can you help him survive unscathed, travel to the forest and deep out of the mountains, and then live through it all?



150



(Screens shown above are on a Spectrum 48k version)
+ Storytelling and graphics + Joystick compatible (Cheetah P.A.T., Amstrad, Interface 1 and 2)
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REGULARS

Letters	6
The things you've taught. There's lots more for the best letters	
Reviews	9
Worwick Software competition	10
Spot the differences and you could be among our 50 prize winners	
Software charts	17
Our latest guides to best-selling arcade and non-arcade software, plus Top 10s for home computing	
Computer news start on	20

SOFTWARE REVIEWS

skill and daring	6
Put your skills to the test with games for the Spectrum, Acorn, BBC and Dragon	
motor forces	14
Drive, shoot, ram for the Dragon and Commodore 64	

Complain: send your news and products for review to the editor at the address below. And contact him for competitions and other promotions too.

**HOME COMPUTING
WEEKLY**
BRITAIN'S BRIGHTEST



PROGRAMS

Orbit/Ramjet	19
A dream-packed action game, Ramjet Missile gives you the chance to be a hero	
Spectrum	19
Type in this bumper program for the 48K Spectrum and see how your儿女 skills are rated by the Galaxia High Commission	
Commodore 64	20
Time's running out fast — can you fight off the invasion pilots?	

Readers: we welcome your programs, articles and tips. See the panel in this issue for details.

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Free membership

Managing a new user group, the Carlton Club, a non-official membership free of charge.

Anyone wishing to gain access to write to Managing and perhaps will receive a free badge, quarterly magazine and free sheets.

Managing, 47 Pennine Avenue, St Asaph, Cornwall PL22 8AU

Check mate

The year's World Microcomputer Chess Championships (the 4th), will take place in Glasgow from September 9 to 13.

Any individual or group, including software houses, may enter their own chess programs.

John Chisholm, 10 Roland Drive, Mount Vernon, Glasgow G12 8UD

Charity success

Osman's current appeal for personal computers in Africa has so far resulted in contributions of over £100,000 worth of general and business computers.

More than 50 organisations, as well as private individuals and companies, have donated their surplus stock, and donations are still arriving in Osman's North London office.

A spokesman for the charity said: 'This appeal is a new appeal and has been fantastic! Obviously, we want to thank everybody who has contributed so far as well as to encourage others to give as well they can ever. The next update of progress.'

The software appeal is due to finish at the end of September, and the date of the appeal will be announced in the next issue.

Osman, 224 Finch Road, Finchley, NW3 8QD

Quality printing

Receiving at a cost of £125, the TRIO is a new printer from Triumph Adler which offers high quality Dot Matrix printing at 20 characters per second.

The machine is suited for use with personal computers using from 1200 speeds, but is suited to any system where

the primary application is word processing.

A library of over 120 interchangeable print heads which produce a choice of page styles which can be printed 10, 12 or 15 characters per inch or with proportional spacing.

Three versions of the product are available, with either RS232C, Centronics or dual interface.

The machine is also capable of printing for graphics applications.

Triumph Adler (UK), 17 Grosvenor Road, London EC1M 5AF

Lead for Amstrad

A plastic lead to connect the new Amstrad CPC 464 computer to any domestic domestic printer is now available, priced £1.95, from Computer Services.

The lead is ten in length and features gold-plated contacts with double wires on the 34-way edge connector end.

Cost of the lead is £1.95 including postage and packing.

Computer Services, 81 Quay Drive, Chelmsford, Essex CM1 4JG

Cross- assembler imminent

A target release date of September 1 has been set for a new Z80 cross-assembling version of Mikro, from SourceSoft.

Mikro 80 is being written at £600 machine code, so can run on the Computer 80, however it will assemble Z80 code rather than 6502 code.

In a parallel project, SourceSoft is investigating the version of Mikro in which assembly code can be recorded in the target language. A direct code link between the 65 and the Z80 computer seems the most likely solution.

SourceSoft, Parkgate House, Tunney Road, Parkgate, Runcorn, Cheshire WA4 7SU

Starter pack

A cassette recorder/player is now being given away free with every new 424 home computer from CBL — the whole package, formerly the new Starter Pack.

Also included in the package is a 32 application ROM cartridge

— 'Basic 12' introduction to programming, a manual and users' guide, two cassette tapes, and all the necessary cables to connect the 424 to a TV set.

Additional tape also been made to the buyer's software range — with eight new game cassettes being introduced.

The six new single game

cassettes are: Border Run, Devil's Bed, Intrigue, Skies, Stranded, and Where The Sun Sets. Single game cassettes are £1.95 each, and triple cassettes are £2.95 each.

CBL, CBL House, Goldhayes, Goldhayes, Essex RM2 5JG

Starter Pack from CBL, including three cassette recorder/player



You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work meets our standards, please submit it to us for consideration for publication.

- Programs must always be sent on cassette. Listings are helpful, but not necessary. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.
- Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to that style in MCW. Articles most likely to be published will help our readers make better use of their machines by giving useful ideas, possibly with programming examples. We will convert any specialised illustrations into finished artwork.

• Tips are short articles, and brief programming routines. Your hints can aid other computer users.

All submissions will be acknowledged and the copyright in each work which will pass to Argus Specialist Publications Ltd will be paid for at competitive rates. Keep a copy of your work and include an SAE. Label everything clearly and give a daytime and home phone number if you can. All work for consideration should be sent to Paul Lightfoot, Home Computing Weekly, No.1 Golden Square, London W1W 3AB.



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Treat your eyes to a Romag CEAf. Only £19.95

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Up to now, contrast-enhancing filters have always been flat—and so has their performance, because the screen of your TV, monitor or VDU is curved.

Up to now, most filters have been plastic—because it takes vital bonding technology to bond systems-quality laminated glass.

Up to now, filters have been expensive—advanced production techniques have meant price tags from around £50 to well over £100.

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Designed and engineered in seconds by top-flight vision filmmakers, the anti-glare, anti-shatter CEAf is a major step forward in the operational safety of

computer displays—no protected screen can cause blurred vision, watery and itchy eyes, headaches and (according to experts in the Institute of Optometriology) even permanent changes to eyesight.

Scratch-resistant, durable and easily cleaned without expensive sprays and agents, 9", 12" and 15"

CEAf are available from leading retailers at only £19.95 including VAT.

Or fill in the Freepost coupon and your CEAf will be despatched within 48 hours. Orders can also be placed around

the clock by phoning the CEAf Department on (081) 424 5114 quoting your Access Card number. For other access users, please ring or write—
the CEAf prices for "specials" would be considered very competitive—if there was any competition!

To: **CEAf REPORT** ROMAG, CEAf Dept, ROMAG
Electricity and Water, Tyne & Wear NE21 8SD
Telephone 091 446 8634

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COMPETITION

Four of the best from Warwick Software

NOW is the time for all TI-99/4A users to get out their pens and spot some differences. The reward for the first 20 winners is a package of software from Warwick Software, of 40 Kingsway, Newby, Scarborough, N. Yorks.

Each package contains three games (Hoggs, Crossword and Dress-up) with the Travel Test — and each package of worth more than £12.

Hoggs is a variation on the Frogger type game. You need to guide the Pig across the road — avoiding cars and trucks along the way — until you reach the river. Then jump on the back of a car, and make your way across river — for everyone for hungry crocodiles.

Once across the river, you simply jump down a grassy bank you have grown.

The second game is Crossword, an underground exploration game.

You drive a bulldozer to reach the new level — and all along you have to beware of various obstacles.

A total of five levels have to be passed through before you get the chance to go to the final stage — the end of a tunnel which leads all from Level One. Once you have achieved this, you're a winner.

But that's not all, for the final game, but that has not been planned — before now.

Now you have the chance to show your drawing skills, and make money and the laughs.

You are in control of a stick whose job is to discover differences between the cards. These include pen marks and human bones.

A few pens above you, and you have to mark the step and place

changes in an envelope. When you have the number of differences you found on the back of the envelope.

Post your entry to Warwick Software, 40 Kingsway, Newby, Scarborough, N. Yorks. Postmark date 15th June 1984. Judging date 21st June 1984.

There may entry as many times as you wish, but each entry must be on an official coupon — not a copy — and posted in a separate envelope.

Important: Please follow carefully the guidelines on entering — incomplete entries and entries in envelopes with no address on the back cannot be considered. If you are a winner, the money will be sent to a local to send post prize to that winning entrant.

The rules

Entries will be by coupon, four envelopes of A4 size, each containing a Warwick and Crossword Programme of four. This contains one copy of each program and a copy of the instructions.

The Prize is four entries from each

This week's competition gives all TI-99/4A users the chance to win three great games, and a program to help you improve your typing skills

your letters in it.

Programmes come in the form of memory cards and no cassette.

All three of the games will be included in BASIC, and Crossword also requires a program.

If you want to play the games it will take a few minutes, and would prefer to spend your time drawing — then the fourth program is right up your street.

Typing Test, the TI BASIC, is exactly what it says. The program starts off by taking you through the fundamentals — like which key does what.

From this point it gives you training until you reach the final part of the program which is a speed test.

You will agree that these are fun-filled games, and all you have to do is send a cheque of money, one of these packages in it, or any one of so many differences in an envelope to Warwick Software, 40 Kingsway, Newby, Scarborough, N. Yorks.

How to enter

Simply draw a copy — there are a number of differences between these cards. The differences are random, so don't feel the corners and the sides of the cards.

Post your entry to Warwick Software, 40 Kingsway, Newby, Scarborough, N. Yorks.

Warwick Competition

Entry Coupon

Name _____

Address _____

Post code _____

Number of differences found _____

Programmes come in the form of memory cards and no cassette.

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WIN THIS FABULOUS GOLDEN TREASURE, 'THE FAMOUS GOLDEN JEWELLED HARE OF 'MASQUERADE' OR £30,000

WITH
SHAREASER
FROM
SHARESOFT



Hero of the

A drama-packed action game from Barbara Prowse, Hover-Rescue gives you the chance to be a hero by rescuing people from a Towering Inferno



A tower block is on fire, and the occupants are screaming for help on top. Can you help them? You're the airman — now, with the help of your flying helicopter, that's done between a new building under construction, and the Red Cross station.

The landing points are the tower at which the chaps for help are shown at the start of the game, and you must alternate between the two landing points otherwise you will be deemed to have crashed.

When the helicopter is facing either left or right, you can only move across the screen, and when the helicopter is facing forward — you can only move up and down.

Quick reactions are required as the helicopter will fly off automatically when the rescued people board and leave. And if at a point where staff combine with speedy reactions are required — so now is your chance to be a hero by saving great people on top of a skyscraper on fire.

Here is much game information and instructions:
 000-0701 game initiation and instructions
 000-0702 must be on each game
 000-0703 land on road
 000-0704 go home
 000-0705 takeoff movement after landing
 000-0706 press any key to start
 07000-07020 check for end of game and last key for another
 07000-07040 pilot and message on screen
 07000-07050 messages number
 07000-07060 pilot not board
 07000-07070 you aviation control
 07000-07080 drive playing screen
 07000-07090 message processor on and modular code
 07000-07100 game for undefined characters to through w/
 07000-07110 game for various Dikano
 07000-07120 machine code data

Variables
 GL-1C general rescue service variable
 GP general purpose string variable
 BM (1-4) movement of helicopter
 TM time made between the bases
 LR (1-6) rescuing
 NC (0-6) — number of people rescued
 HS high score
 HS1 flag to indicate which heading up or down is required
 07000-07100 X Y co-ordinates of the Dikano
 10 00 pilot ID for pilot
 CP (0-7) cargo ID based on its position



helicopter

OBIE PROGRAM



You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work merits our standards, please submit it to us for consideration for publication.

- Programs must always be safe, as computer Listings are helpful, but not necessary. Check carefully that they are legal first. Include details of what your program does, how it works, variables you have used and names of variables.
- Articles on using home computers should be no longer than 3,000 words, don't worry about your writing ability — just try to keep to the style in ZC. Articles most likely to be published will help our readers make better use of their micros by giving useful ideas, possible programming examples, tips and answers any questions readers have through letters.
- Tips are short articles, and brief programmes, routines. Your tips can aid other computer users.

All submissions will be acknowledged and the copyright in such work, which will pass to **Amiga Specialist Publications Ltd** will be paid for at competitive rates.

Keep a copy of your work and include an SAE. **USERS** is a monthly diary and give a daytime and home phone number if you can. All work for consideration should be sent to:

**Paul Linton, Home Computing Weekly,
99, 1 Colmore Square, London W1B 5AB**

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The computer game is DEAD...

Count with Oliver Commodore 64 £7.95

Marilynn Green Marquess Hollins Green, London

This is an educational game encouraging basic arithmetic. On the title screen you have to type in which you want: Help Oliver by answering the yes/no questions, passing or saving answers onto the Uniboard. A cursor moves to answer with a pointing cursor from the Uniboard, an answer and a question are always shown.

The game is aimed at the early years and the good responses from my three year old children (a boy and a girl) make it well recommended with easily distinguishable objects, a nice soundtrack and music.

The "W" key has a double

meaning: zoom, lots of zoom, with Oliver saying "Hi! Welcome, do you?" on each screen. But to zoom in on a number and then to zoom out again. This gives a simple introduction to addition and subtraction.

After each section Oliver asks if you are increasing or not. Because of the number of questions there have been many lots you responded. He'll tell you "Well I thought the last message on the screen was that Oliver likes small."

Overall this is a good package to teach the younger the basic learning should have sounds & music.

Instructions: 200+
Size of box: 300+
Display: 320+
Age for: 3-5+



Shape up Dragon 32 £10.95

Dragon Data, 699 Kingsway, London, NW1 2EP. Tel: 01-580 2221

I have to admit that I had been a bit dubious of the value of the shape recognition programmes I see on the market. You see, everything is computer controlled, with just a colour bar to work with, but it often has little to do with reality.

Dragon Data's programme does a series of shapes in well thought out and well made out. The shapes though aren't well in the style we're used to when children are used to.

There are four options. The main one is breaking up a picture involving Mr Black the Badger. The first stage has to work with his body collecting shapes and adding them to the correct forms. The second involves the dragon, breaking his pattern into small shapes using the appropriate shapes. He then uses a mouse who holds shapes in front of him and this allows him to identify shapes with the use of colour from recall. Results are built up using the shapes.

The main advantage of these three are early recognition, problem solving and memory. A basic 2D and 3D shapes have been built in which this programme is excellent because and will give young children memory and

fun.

Make faces and learn to count

Shape up and piece together — or learn to count with Oliver. Read what our educational reviewers thought

Facemaker Dragon 32 £10.95

Dragon Data, 699 Kingsway, London, NW1 2EP. Tel: 01-580 2221

I can't decide whether this programme is for me or for my computer. I have seen it and I have not been convinced that it is an educational programme. It is interesting and fun but it doesn't have a educational value I think.

The aim is to analyse computer. A child using it for entertainment and not for learning will be lost in so many screens. Therefore you could say it "teaches" the correct reading of each word and immediately releases their answers.

The problem is that there is a

great deal of reading required to understand what is required at the first place and the child who doesn't understand the meaning of a word is unlikely to be able to read it either. So it is not up to a Child 22 yet anyway.

I believe this programme would be best used as a game or a reward system rather than a programme because recommended for the home or for the educational market doesn't mean you should buy it. It's a really good fun.

Instructions: 200+
Size of box: 300+
Display: 320+
Age for: 3-5+



Monster Maths (C-14) Commodore 64 £6.95

Mark, 339 G. Royalist Ave, London SE1, London, UK

These programs, in the "Fun to Learn" series, are intended to help you develop mathematical and logical skills. They are the series with well presented and accurate, although unpolished, linked to performance.

The first game deals with prime numbers of the Uniboard. The second deals with mental arithmetic. Given the name of a friend, answer the arithmetic correctly and a daily summed amount goes into your friend. The sum rising or falling too slowly and you are given.

Third, colour and arithmetic. In the centre you are given a

well received.

The final game is called "Memory Monsters" and it gets the children to add and play with various parts of the programme, especially when, when combined with the three numbers, you a sum which will give the greatest answer that is a challenging test of your digits.

Throughout you are given the option to finish the game on one place, or return to the menu. It is good to have control enabling you to attend your performance.

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The second deals with mental arithmetic. Given the name of a friend, answer the arithmetic correctly and a daily summed amount goes into your friend. The sum rising or falling too slowly and you are given.

Third, colour and arithmetic. In the centre you are given a

Fun to Learn Commodore 64 £6.95

Mark, 339 G. Royalist Ave, London SE1, London, UK

It is a great game that the programme lets off the Uniboard, an unpolished programme. For the Uniboard — especially when it is first used.

Fun to Learn is a series of three games which is a series and is good to play. The first game is the one that has you add up the numbers, after each answer you can progress to the next one. A quick speed test, but it is a good one and will keep a child of just interested.

You can play Colour, in which colours are randomly placed and the machine recognises the numbers to count the letters. Most of the dragon game, which goes where to help you progress the picture and the dragon is a consistent one, while you programme and calculate. Starting at a version of dragon and ending at a dragon with wings.

Colour and dragon goes the opposite, in order to move across so that two children can play the game together. Overall the games are really good and the Uniboard is a good programme. The Uniboard is a consistent one, while you programme and calculate. Starting at a version of dragon and ending at a dragon with wings.

Overall the games are really good and the Uniboard is a good programme. The Uniboard is a consistent one, while you programme and calculate. Starting at a version of dragon and ending at a dragon with wings.

Instructions: 200+
Size of box: 300+
Display: 320+
Age for: 3-5+





CLASSIC ADVERTISING. Taking the program that started it all. Now you can discover the excitement of Classic Advertising as you Spectrum City, Concentrate (44 BBC or Blackout). You are wonderful enough you too could become a Master Advertising "The classic broadcast" ... "the classic" ... "a excellent but brilliant" ... "it's also very addictive" ... "new Concentrate Books

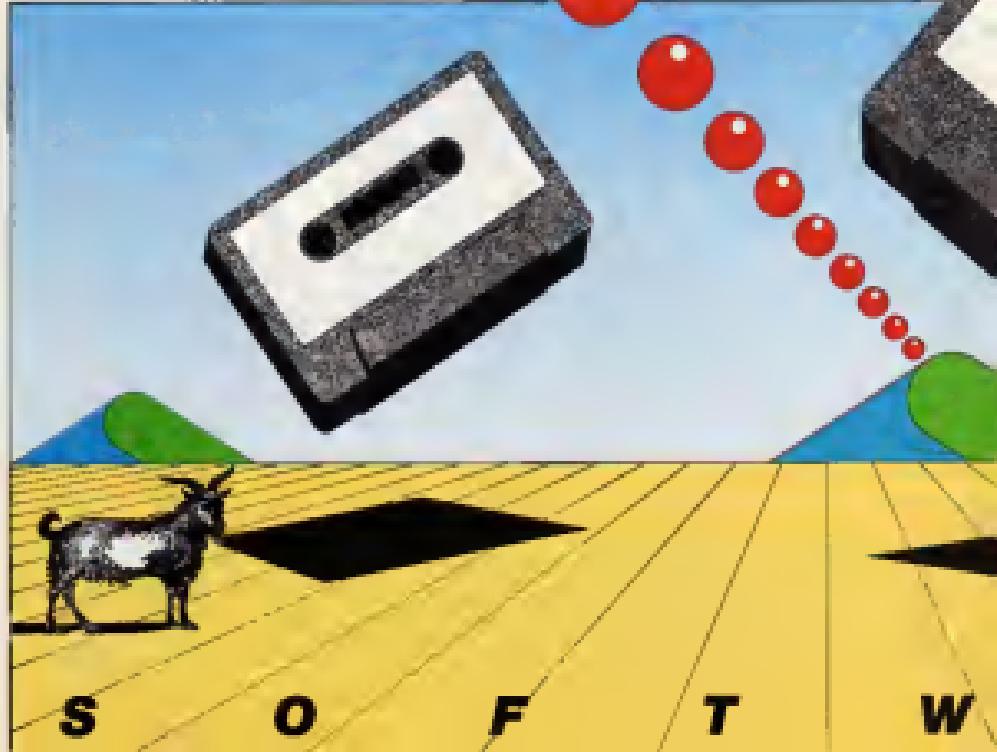
STAR TREK: DEEP SPACE is a fast-action packed, machine language game for your Commodore 64. It is a game that without the best possible strategy, the best graphics and superb sound will be a game that only the fortunate will survive.

THE HORSE, VHS £14.99 (Video).
Martin Lewis is the most
charming affectionate yet discerning
"A game by which future game
will be judged".
— *Household* (see *Supersize*)
a highly educational game
— *The Times* (The *Horde*) is now
available for the BBC *Acorn*
Archimedes (A) and *Spectrum*

8.8.4. A revolutionary piece of software for your 48SX Spectrum which allows you to create high-quality Rhythmic Language audio pieces with absolutely no programming experience. It is difficult to find fault with such a complete program.

concerned in 1988) 4000
travel to the resort for the very
successful Hungry Heroes. In
this adventure and two-entertainment
water sports, Skating is complete
with slides, flumes, trees and
mazes so watch out Heroes!
"One of the most addictive
packages yet announced."
— Hungry Heroes (see Skating
area available for Ocean

MELBOURN



ABERSOFT FORTH

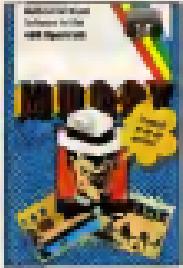


FORTH Abersoft FORTH is an implementation of the FORTH Language for your Spectrum 48K. FORTH is closer to Machine Code and more than 10 times faster than BASIC. "The only Spectrum package which has been endorsed by the FORTH Interest Group"

— from the



MULTICARD BASIC In Multicard BASIC you can create exciting, attractive colour graphics and pictures on your Spectrum screen without special programming skills. "Shows the highest marks in user friendliness, only limited by imagination and artistic talent." "BASIC graphics which were all done using Multicard BASIC are top-shelf" — *Amstrad User*.



MUGGY gives a totally new dimension for your computer... giving you the best colour graphics and sound music game. MUGGY is your child and only needs to become the greatest game leader with difficult stages. "MUGGY is definitely the Godfather of all strategy games" — *PC Zone*. "Graphics excellent, with some amazing sound... a game that points the way forward" — *Amstrad User*.

Order to:
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Alverton, Banbury OX14 4PF

Overseas/Rest of
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SPECTRUM

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<input type="checkbox"/> Melbourne Drive 48K	£2.95
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A

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E



If you've ever fancied getting a rating from the Galactic High Commission, this program from Graham McDonald will fulfil your wildest dreams.

From the five year mission of Star Trek, to the 200 second mission of Space Tango, with the three-part program, plus three parts so you can see the journey is taking place

This is the account of how you have to destroy as many targets as possible. When you have done so, you will be told how many targets you have destroyed and what your score is. By the way, each target has up to 1000 moves before it is destroyed.

This will also be given a
tryout by the Columbia High
Commission.

To make the game harder,

Variables
 a,b presence of target
 c,d presence of trap
 e,f number of destroyed targets
 g,h number of hits
 i,j,k,l
 m,n presence of target
 o,p presence of target
 q,r presence of target
 s,t presence of target
 u,v presence of target
 w,x,y,z presence of target

How it works
 10-11 step up to 1000s
 10-11 bypass routes
 10-12 episode
 10-13 chapter 1000s
 10-14 If and Then test
 10-15 you display
 10-16 you receive
 10-17 last record
 100-107 usage destroyed
 dialogue
 1000-1000 larger base's on and
 off record
 1001-1000 step in by last
 record
 1004-1079 result
 1004-1079 not available
 1004-1079 user warning
 1005-1020 shared 1 record
 1005-1020 result record
 1005-1020 usage record

the target has a layer which fluoresces, but this can be washed off and can be replaced.

Key B, which is for escape, has a few twists. It has a section which asks you if you want to load another program or clear the memory.

You now have the whole of the Quebec High Commission watching your qualities and skills, so now is the time to show everyone and get as many contacts as you can.

Program 1, which will give the user the feeling he/she

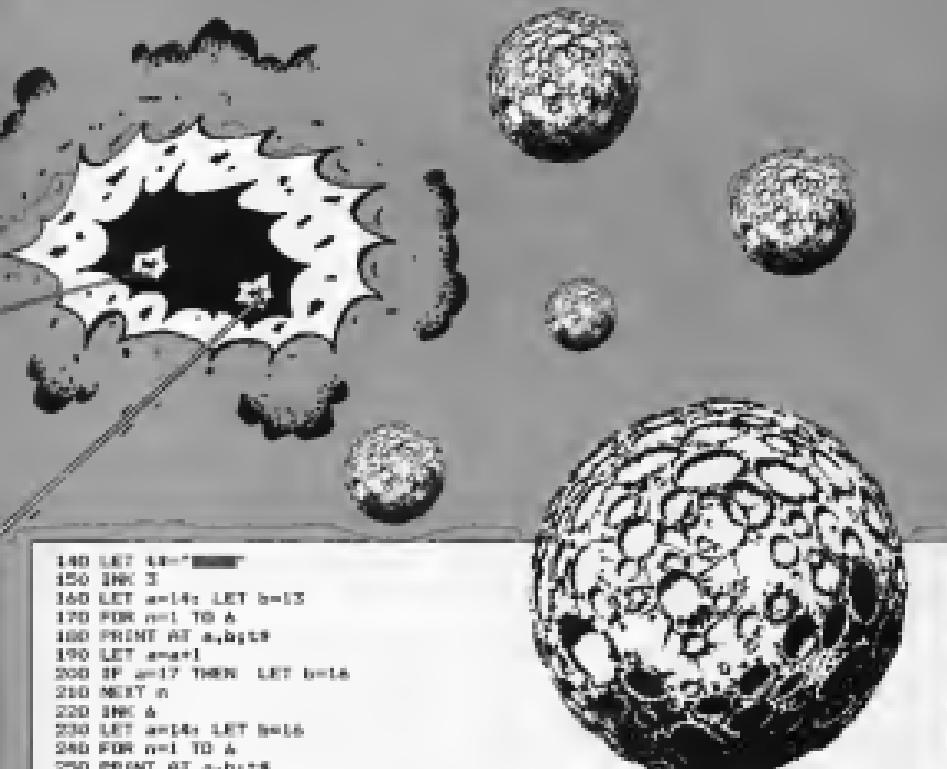
```
10 REM Program No. 1
20 BORDER 0: PAPER 64: INK 7: BRIGHT 1: CLEAR
30 PRINT AT 0,31"SPACE TARIFF IN LOADING"
40 PRINT : FLASH 1:AT 12,97"PLEASE WAIT"
50 FOR t=1 TO 50: SLEEP .1:END NEXT t
55 USE 0: PULSE 10
60 LONG "No. 2"
65 END
```

Figure 2. shows the name of the game while the main process is being tested.

```
10 REM Program 2
20 BORDER 0c PAPER 0c INK 7c HEIGHT 1c CLEAR
30 GO SUB 3000
40 PRINT AT 1,4c"      _ _ _ _ _ _ _ _ _ _ "
50 PRINT AT 2,4c"      _ _ _ _ _ _ _ _ _ _ "
60 PRINT AT 3,4c"      _ _ _ _ _ _ _ _ _ _ "
70 PRINT AT 4,4c"      _ _ _ _ _ _ _ _ _ _ "
80 PRINT AT 5,4c"      _ _ _ _ _ _ _ _ _ _ "
90 PRINT AT 6,4c"      _ _ _ _ _ _ _ _ _ _ "
100 PRINT AT 7,4c"      _ _ _ _ _ _ _ _ _ _ "
110 PRINT AT 8,4c"      _ _ _ _ _ _ _ _ _ _ "
120 PRINT AT 9,4c"      _ _ _ _ _ _ _ _ _ _ "
130 PRINT AT 10,4c"      _ _ _ _ _ _ _ _ _ _ "
140 PRINT AT 11,4c"      _ _ _ _ _ _ _ _ _ _ "
150 PRINT AT 12,4c"      _ _ _ _ _ _ _ _ _ _ "
```



icing stars



```

140 LET a=100
150 INK 3
160 LET a=140 LET b=13
170 FOR n=1 TO a
180 PRINT AT a,b,0
190 LET a=a+1
200 IF a=17 THEN LET b=14
210 NEXT n
220 INK 4
230 LET a=140 LET b=14
240 FOR n=1 TO a
250 PRINT AT a,b,0
260 LET a=a+1
270 IF a=17 THEN LET b=13
280 NEXT n
290 INK 7: PRINT AT 23,0;"Written by Graham McDonald 1984": PRINT AT 3,0;" - "
300 INK 0: LOAD "Main"
5000 FOR n=1 TO 36: READ y: PLOT n,y: NEXT n
5005 RETURN
5010 DATA 123,54,23,134,100,23,54,47,40,23,37,23,87,134,16,78,34,101,20,87,45,34
,22,145,134,171,99,17
5020 DATA 145,47,23,96,45,7,123,37,79

```

Program 3: the main game program

- 1 REM
- 2 REM By Graham McDonald
- 3 REM
- 4 REM
- 5 REM 1984
- 6 REM

PROGRAM

```

1540 PRINT : PRINT "With it's laser causing you to"
1550 PRINT : PRINT "withdraw from your session. In"
1560 PRINT : PRINT "a time of "140" seconds you have"
1570 PRINT : PRINT "destroyed "10" targets and have"
1575 LET final=10+1d*25
1580 PRINT : PRINT "achieved a score of "final;" points."
1590 PRINT : PRINT : PRINT "The Galactic High Commission have"
1600 PRINT : PRINT "advised you to try again and to"
1610 PRINT : PRINT "silence the target's lasers"
1620 PRINT : FLASH 1pAT 21,2;"PRESS ANY KEY TO PLAY AGAIN"
1630 PAUSE 0
1640 BEEP .1,30
1650 CLS : GO TO 70
1999 REM Finish
2000 BEEP .5,3: BEEP .5,3: BEEP .5,3: BEEP 1,10: BEEP .5,3: BEEP 1,75
.6
2010 BORDER 0: PAPER 0: CLE
2020 LET final=10+25
2030 PRINT "***** SPACE TARGET *****"
2040 PRINT : PRINT : PRINT
2050 PRINT "You have run out of time. In"
2060 PRINT : PRINT "300 seconds you have destroyed"
2070 PRINT : PRINT d;" targets, and have achieved"
2080 PRINT : PRINT "a score of "final;" points."
2090 IF d<6 THEN LET r="POOR"
2100 IF d>6 AND d<7 THEN LET r="AVERAGE"
2110 IF d>7 AND d<12 THEN LET r="GOOD"
2120 IF d>12 THEN LET r="EXCELLENT"
2130 PRINT : PRINT : PRINT : PRINT "The Galactic High Commission have"
2140 PRINT : PRINT "given you a 'Grade' rating."
2150 PRINT : FLASH 1pAT 21,2;"PRESS ANY KEY TO PLAY AGAIN"
2160 PAUSE 0
2170 CLS : GO TO 70
2999 REM Instructions
4000 PRINT "***** SPACE TARGET *****"
4010 PRINT : PRINT : PRINT
4020 PRINT "Your shooting has beenousy."
4030 PRINT : PRINT "Lately, so the Galactic High Com-"
4040 PRINT : PRINT "mission has decided to put you"
4050 PRINT : PRINT "on a training session's code"
4060 PRINT : PRINT "named 'Space Target'."
4070 PRINT : FLASH 1pAT 21,2;"PRESS ANY KEY"
4080 PAUSE 0
4090 BEEP .1,30
4100 CLS : PRINT "***** SPACE TARGET *****": PRINT
4110 PRINT "You have 300 seconds to destroy"
4120 PRINT : PRINT "as many targets you can. You"
4130 PRINT : PRINT "have to hit them 25 times to do"
4140 PRINT : PRINT "destroy them. Can you impress the"
4150 PRINT : PRINT "Galactic High Commission?"
4160 PRINT : PRINT "Press 4 for Target Lasers."
4170 PRINT : PRINT "Press 5 for no Target Lasers."
4180 PRINT "Press 6 for down."
4190 PRINT "Press 7 for up."
4200 PRINT "Press 8 to escape."
4210 PRINT "Press 9 to pause."
4220 PRINT "Press 0 to fire."
4230 PRINT : FLASH 1pAT 21,4;"PRESS ANY KEY TO PLAY"
4240 PAUSE 0
4250 CLS : BEEP .1,20: GO TO 70
4299 REM Time Warning
4260 FOR j=1 TO 10: BEEP .1,5: PAUSE 2: BEEP .1,5: PRINT : FLASH 1pAT 0,0;"Time"
4270 BORDER 2: NEXT j: FOR i=1 TO 10: NEXT i: PAUSE 0: LET a=11: BORDER 0: RETURN
5
7999 REM Music
5000 PRINT : FLASH 1pAT 10,7;"PREPARE TO PLAY"
5010 BEEP 1,10: BEEP .2,13: BEEP .2,13: BEEP 1,10: PAUSE 5: BEEP .2,13: BEEP .2,13

```

PROGRAM

```
1 BEEP .2,100 BEEP .2,100 BEEP .2,0 BEEP .2,10
9000 CLS
9030 RETURN
9479 REM Pause
9500 BEEP .1,30
9530 PRINT : FLASH 1,4T 10,12i "PAUSE"
9555 PAUSE 20
9580 INPUT " " PRESS ENTER "1,20
9640 PRINT AT 10,12i "
9650 BEEP .1,30
9660 RETURN
9679 REM Escape
9680 FOR 23409,2350: FOR a=1 TO 25: BEEP .02,a: BEEP .02,a+4: BEEP .025,a+2,0: N
EXT a
9695 LET p=60: FOR a=1 TO 25: BEEP .40,p: LET p=p-2: NEXT a
9710 CLS : PRINT "----- SPACE TARGET -----"
9720 PRINT : PRINT : PRINT : PRINT
9730 PRINT "You have pressed key 'S' to "
9740 PRINT : PRINT "Escape. If you have pressed 'A' "
9750 PRINT : PRINT "accidentally then ENTER 'return',"
9760 PRINT : PRINT "If not so then ENTER 'cont'."
9770 INPUT "Return or cont?":b
9780 IF b="Return" THEN CLS : RETURN
9790 IF b="cont" THEN GO TO 9750
9800 GO TO 9700
9710 BEEP .1,20: CLS : PRINT "----- SPACE TARGET -----"
9720 PRINT : PRINT : PRINT : PRINT
9730 PRINT " O.K. Do you want to 'load' now?"
9740 PRINT : PRINT "Type 'load' or 'clear' the memory?"
9750 INPUT b
9760 IF b="load" THEN CLS : PRINT AT 20,0;"Start tape, then press any key." : B
EEP .1,20: PAUSE 0: CLS : LOAD "
9770 IF b="clear" THEN GO TO 9800
9780 GO TO 9700
9800 BEEP .1,20: CLS : PRINT "----- SPACE TARGET -----"
9810 PRINT : PRINT : PRINT : PRINT
9820 PRINT " O.K. The memory will clear the"
9830 PRINT : PRINT "memory in ten seconds."
9832 PRINT : PRINT : PRINT " Press A to return to last stage"
9835 FOR a=1 TO 170: NEXT a
9835 LET a=15
9840 FOR a=1 TO 10
9845 BEEP .1,20
9850 PRINT AT 14,0;a;" Seconds. "
9860 LET a=a-1
9865 IF INKEY$="A" OR INKEY$="a" THEN GO TO 9710
9870 FOR a=1 TO 24: NEXT a
9880 NEXT a
9891 BEEP .1,50 BEEP .1,50 BEEP .1,50 PRINT AT 14,0;" Goodbye!": FOR a=1 TO 100
, NEXT a
9900 REM
```





Attacking fighters are intent on colliding with you in this game by Samir Devani. Can you ward them off? Time's running out

Fight off kamikaze pilots!

In this game you are a pilot racing into battle. You are being attacked by enemy planes and you must fight them off.

However, they are not a mindless masses. They don't want to shoot you down — they're intent on colliding with you.

You have two choices at which to end the game:

Move to make
0-50: regular rotation
21-40: clockwise
41-60: counter-clockwise
61-80: pendulum
81-100: square rotation
101-120: random rotation
121-140: unpredictable rotation
141-160: unpredictable rotation
161-180: clockwise
181-200: random
201-220: counter-clockwise
221-240: unpredictable
241-260: unpredictable
261-280: pendulum
281-300: square
301-320: random
321-340: clockwise
341-360: counter-clockwise
361-380: unpredictable
381-400: pendulum
401-420: square
421-440: random
441-460: unpredictable
461-480: clockwise
481-500: counter-clockwise
501-520: unpredictable
521-540: pendulum
541-560: square
561-580: random
581-600: unpredictable
601-620: clockwise
621-640: counter-clockwise
641-660: unpredictable
661-680: pendulum
681-700: square
701-720: random
721-740: unpredictable
741-760: clockwise
761-780: counter-clockwise
781-800: unpredictable
801-820: pendulum
821-840: square
841-860: random
861-880: unpredictable
881-900: clockwise
901-920: counter-clockwise
921-940: unpredictable
941-960: pendulum
961-980: square
981-1000: random

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7 Pro 1000	Micro	Spectrum 4000
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10 Pinball	Micro	Spectrum 4000
11 Pinball	Micro	Spectrum 4000
12 Pinball	Micro	Spectrum 4000
13 Pinball	Micro	Spectrum 4000
14 Pinball	Micro	Spectrum 4000
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1 Returnia	Sega	C64/64/100
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4 Pinball	Micro	C64/64/100
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6 Pinball	Micro	C64/64/100
7 Pinball	Micro	C64/64/100
8 Pinball	Micro	C64/64/100
9 Pinball	Micro	C64/64/100
10 Pinball	Micro	C64/64/100
11 Pinball	Micro	C64/64/100
12 Pinball	Micro	C64/64/100
13 Pinball	Micro	C64/64/100
14 Pinball	Micro	C64/64/100
15 Pinball	Micro	C64/64/100
16 Pinball	Micro	C64/64/100
17 Pinball	Micro	C64/64/100
18 Pinball	Micro	C64/64/100
19 Pinball	Micro	C64/64/100
20 Pinball	Micro	C64/64/100

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1 Returnia	Sega	C64/64/100
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7 Pinball	Micro	C64/64/100
8 Pinball	Micro	C64/64/100
9 Pinball	Micro	C64/64/100
10 Pinball	Micro	C64/64/100

Compiled by W. M. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

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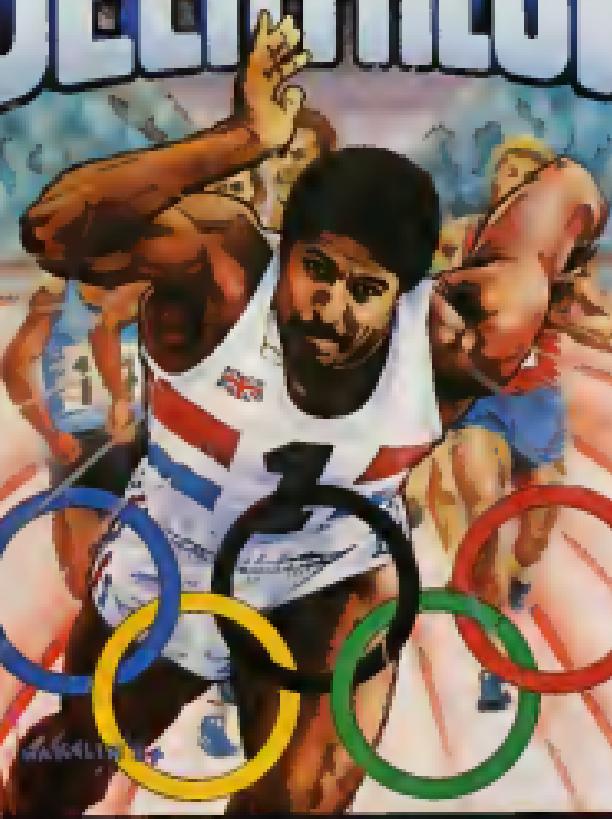
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